Waffen

Sturmgewehre

Name	Reichweite	Schaden	ROF	Gewicht	Munition	Min. Str.	Preis	Bemerkungen
AGA-12 MAW								
→ Assault Configuration	25/50/100	2d8 + 1	4	4	50	d6	6.500	AP3, Auto, Semi-Auto, 3RB
→ Heavy Support Configuration	30/60/120	2d8 + 1	4	5	120	d6	8.000	AP3, Auto, Semi-Auto, 3RB, Bipod[1)]
→ Spec Ops Configuration	20/40/80	2d8 + 1	4	3	36	d6	7.000	AP1, Auto, Semi-Auto, 3RB, Suppressed[2)]
AS Foley Arms TAW 2022	25/50/100	2d8 + 1	3	4	45	d8	4.500	AP3; Auto, Semi-Auto, 3RB
→ Close Assault Weapon	5/10/20	1-3d6	2	2	4	d8	2.000	Auto, Semi-Auto, Shotgun
→ Under-barrel Grenade Launcher	12/24/48	Grenade	1	1	2	-	1.500	Uses 25mm grenades
BKI BK-616	25/50/100	2d8	3	4	60	d6	4.500	AP4, Auto, Semi-Auto, 3RB
→ Under-barrel Grenade Launcher	12/24/48	Grenade	1	1	2	-	1.500	Uses 25mm grenades
H&K MKB 72	25/50/100	2d8	1	4	30	d6	3.300	AP2, Auto, Semi-Auto, 3RB
Norinco Type 69	25/50/100	2d8 + 1	3	4	30	d6	3.300	AP2, Auto, Semi-Auto
→ Under-barrel Grenade Launcher	12/24/48	Grenade	1	1	2	-	1.500	Uses 25mm grenades
UP Punk3D Rifle	20/40/80	2d8	1	4	20	-	2.200	AP2, Semi-Auto
BKI Amphibious Rifle	20/40/80	2d8	1	4	12	-	4000	AP2, Semi-Auto, Suppressed, Can fire underwater with 1/4 Range

Schrotflinten

Name	Reichweite	Schaden	ROF	Gewicht	Munition	Min. Str.	Preis	Bemerkungen
Norinco S3	12/24/48	1-3d6	1	3	6	d6	1.500	Single-Shot,
AGA Thunder	12/24/48	1-3d6	1	2	6	-	2.000	Single-Shot, +2 to conceal
BKI Tiger Claw	5/10/20	1-3d6 -1	2	3	8	d6	2.000	Auto, Semi-Auto, Usable in Melee
WT BD-4DY 12g	12/24/48	1-3d6	1	3	6	d6	2.300	Semi-Auto
Liberty Arms Peacemaker	12/24/48	1-3d6	2	4	12	d8	3.000	Auto, Semi-Auto

- Slug: **2W10+x**, kein +2 Bonus auf schießen

Präzisionsgewehre

Name	Reichweite	Schaden	ROF	Gewicht	Munition	Min. Str.	Preis	Bemerkungen
Tarantula Hunting Rifle	40/80/160	2d8 + 2	1	4	8	-	3.300	AP2, Single-Shot, Snapfire, Scope, halves called-shot penalty
Mauser G11 Sniper-Rifle	40/80/160	2d8 + 2	1	4	8	-	4.300	AP4, Single-Shot, Snapfire, Scope, halves called-shot penalty
Light Anti-Material-Rifle	40/80/160	2d10 + 1	1	8	5	d6	6.500	AP4, Single-Shot, Snapfire, Scope, halves called-shot penalty; HW
SC Assasin's Rifle	30/60/120	2d10	1	4	1	d6	1.500	AP4, Snapfire, Single-use
WT Pneumatic Dart Rifle	10/20/30	2d4	1	3	12	-	1.100	Single-Shot, Poison, Snapfire, Silent

Pistolen

Name	Reichweite	Schaden	ROF	Gewicht	Munition	Min. Str.	Preis	Bemerkungen
AGA Black Knight Limited	12/24/48	2d8	1–2	3	6	d6	2.000	AP 2, Revolver, Double-Barrel
AGA Cyberchromium Rat .75	12/24/48	2d10	1	4	5	d12	3.500	AP 4, Semi-Auto
AGA Thunderbolt	12/24/48	2d8+1	1	3	15	d8	2.500	AP 3, Semi-Auto
AS Foley Arms Watchdog	12/24/48	2d8	1	3	12	d6	1.500	AP 2, Semi-Auto
HT HT-9 Holdout Pistol	12/24/48	2d6	1	1	5	—	1.000	AP 1, Semi-Auto, +2 to conceal
PD Saturday Night Sprawl Special	12/24/48	2d6+1	1	2	6	—	800	AP 2, Revolver
SC Urchin Pistol	10/20/40	2d6	1	2	16	—	500	AP 1, Semi-Auto
SR Street Talker 6mm	5/10/20	2d4+1	1	1	6	—	500	AP 1, Semi-Auto, +2 to conceal
UP Columbus Twin-Barrel	10/20/40	2d6+1	1	2	12	d6	2.000	Semi-Auto, 3RB
WT Long Barrel	15/30/60	2d6+1	1	2	11	—	1.200	AP 1, Semi-Auto

SMGs

> Ich werde ihn UP-GP'n *Oktavius der Elfengleiche, Streetcleaner*

Name	Reichweite	Schaden	ROF	Gewicht	Munition	Min. Str.	Preis	Bemerkungen
Mosquito Storm	15/30/60	2d6	3	3	36	—	1.000	Auto, Semi-Auto
RS P9D	12/24/48	2d4+1	3	3	60	—	2.000	AP 3, Auto, 3RB
UP Gutter Punk	12/24/48	2d6+1	3	3	30	—	2.500	AP 1, Auto, 3RB
WT Wanderer	12/24/48	2d6	3	3	30	—	2.000	AP 1, Auto, 3RB

Schwere Waffen

Name	Reichweite	Schaden	ROF	Gewicht	Munition	Min. Str.	Preis	Bemerkungen
AGA Enforcer Railgun AGA-RG30	50/100/200	2d10+2	1	18	5	d6	M	AP 8; HW; Scope; Snapfire; Single Shot

Name	Reichweite	Schaden	ROF	Gewicht	Munition	Min. Str.	Preis	Bemerkungen
AGA Mjolnir AMR	50/100/200	3d8	3	85	100	d12	M	AP 7; HW; Stationary; Tripod; Auto; Single-Shot
AGA "Thumper"	24/48/96	3d6	2	20	20	d12	4.500	HW, Snapfire; Auto; Single Shot; AoE: 2m radius;[3)]
AGA Vindicator Rail Cannon	50/100/200	3d8	1	25	20	d10	M	HW, AP7, Single Shot
BK Liberator Minigun	30/60/120	2d8+1	6	85	1.000	d12	M	AP 3, HW, Stationary; Tripod; Auto
BK Maverick Light Auto Cannon	50/100/200	2d10+2	3	65	200	d10	9.000	AP 4; HW; Stationary; Tripod; Auto; Semi-Auto
"Bessy" .50 Heavy Machine Gun	40/80/160	2d8+2	3	30	200	d8	7.000	AP 4, HW, Snapfire; Bipod; Auto; Semi-Auto
WT MG-762m 7.62mm	30/60/120	2d8+1	4	15	200	d6	4.500	AP3, Snapfire, Bipod; Auto; Semi-Auto

Knüppel

Name	Schaden	Gewicht	Preis	Bemerkungen
RS Security Truncheon	Str+d4	2	900	+1 Parry; Shock; requires a battery
AOG Armaments Exo-Claw	Str+d10	20	2.500	AP 2; HW; requires a battery
WT Shillelagh Havoc Stick	Str+d6	2	1.200	On Raise: Target makes strength check at -2 or is knocked back 1d4„, prone and shaken; requires a battery

Hybridwaffen

Name	Schaden	Gewicht	Preis	Bemerkungen
SO Dragonfly Tessen	Str+d4	1	500	+1 Parry; requires a battery; Can be thrown (4/8/16)
BKI Shotfist	Str+d4	4	1.500	
→ Integrated Shotgun:	1-3d6	Range: 2/4/8	Shots: 1	Usable in Mellee
BKI Swordgun	Str+d6	4	2.500	
→ .45 Pistol	2d6+1	Range: 4/8/16	Shots: 5	Semi-Auto

Special Meelee

Name	Schaden	Gewicht	Preis	Bemerkungen
RS Jointlock Stun Gloves	—	1	250	Nonlethal, Shock; Touch Attack; requires a battery
Droid Prodder	2d6+1	3	1.000	1 Reach, Deals EMP damage; No Strength requirement; Requires a Battery
SO Manriki-Gusari	Str+d4	1	150	Reach 1; +d4 grappling damage
AOG Dominatrix Pain Whip	Str+d6	3	1.500	Reach 3; Applies shock on succesfull grappling attack; +2 to conceal
SO Monowhip	Agi+d6	3	3.500	AP 6, HW, Reach 3; +d6 grappling damage; Hit yourself upon rolling a 1 on your skill die

Glossary

- **Stationary***: die Waffe kann nur in Verbindung mit Bi- oder Tripod verwendet werden (Up-Sized Charactere können diese Einschränkung ignorieren).
- **Bipod**: Recoilmalus -1; Minimalstärke von Waffen kann ignoriert werden; 1 Runde zum aufstellen nach Bewegung.

- **Snapfire**: If you move and shoot during the same turn you suffer a -2 penalty to your shooting roll with this weapon.
- **Shock**: Vigor-2 ansonsten angeschlagen.

[1)]

Bipod - hilft bei Autofeuer

[2)]

Schallgedämpft dafür weniger AP

[3)]

20 Grenades for the Thumper cost 1000 Credits and weigh 10lb.

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